



HALION SYMPHONIC ORCHESTRA



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Welcome

Thank you for using the HALion Symphonic Orchestra VST Sound Instrument Set by Steinberg.

This VST Sound Instrument Set expands Steinberg's premier VST Workstation HALion Sonic 1.5 or HALion Sonic SE with an outstanding virtual orchestra, providing a cost-effective and easy-to-use solution to create stunning orchestral masterpieces and ultra-expressive solo lines as well as beautiful smaller arrangements for any musical genre.

Capturing the pure emotive power, expressiveness, and sheer sonic range of an entire orchestra, this VST Sound Instrument Set offers an enormous wealth of outstanding sound content including solo and ensemble double basses, cellos, violas and violins, brass, woodwind and percussion instruments inside HALion Sonic 1.5 or HALion Sonic SE. Each of these instruments in turn offers a wealth of expressive playing styles and articulations.

The huge library of the HALion Symphonic Orchestra VST Sound Instrument Set is as flexible as it is accessible, ideally suited not only to classical music but also pop, rock, hip hop, R'n'B, and any other contemporary style.

The HALion Symphonic Orchestra VST Sound Instrument Set has been crafted to offer both exquisite playability and stunning realism. With the advanced feature of a custom Edit page inside HALion Sonic 1.5 or HALion Sonic SE providing easy access to the most important playing techniques and articulations on a single page, this VST Sound Instrument Set is so much more than just another sample library, providing an exceptional expansion for HALion Sonic 1.5 and HALion Sonic SE with the quality, variety, and usability needed to create arrangements on a truly orchestral scale.

Enjoy playing with your HALion Symphonic Orchestra VST Sound Instrument Set!

Your Steinberg Team

How you can purchase the full version

You can try out the HALion Symphonic Orchestra VST Sound Instrument Set in extensive detail for a full 60 days, starting on the day you activate the trial license on your USB-eLicenser. If you are as excited about this extraordinary instrument set as we are, please purchase the full version. Cubase 6 customers will receive an exclusive special offer on this VST Sound Instrument Set in the Steinberg Online Shop at: www.steinberg.net/shop.

For users of HALion Symphonic Orchestra and HALion Symphonic Orchestra 16-bit edition

If you own the 16-bit edition or the boxed version of the HALion Symphonic Orchestra retail product, the activated license of one of these products enables you to use the HALion Symphonic Orchestra VST Sound Instrument Set free of charge.

Key command conventions

Many of the default key commands in this product use modifier keys, some of which are different depending on the operating system. For example, the default key command for Undo is [Ctrl]-[Z] under Windows and [Command]-[Z] under Mac OS X.

When key commands with modifier keys are described in this manual, they are shown with the Windows modifier key first, in the following way:

[Win modifier key]/[Mac modifier key]-[key]

For example, [Ctrl]/[Command]-[Z] means "press [Ctrl] under Windows or [Command] under Mac OS X, then press [Z]".

Similarly, [Alt]/[Option]-[X] means "press [Alt] under Windows or [Option] under Mac OS X, then press [X]".

Please note that this manual often refers to right-clicking, for example, to open context menus. If you are using a Mac with a single-button mouse, hold down [Ctrl] and click.

Installation

⚠ Please read the following section before installing the HALion Symphonic Orchestra VST Sound Instrument Set.

System requirements

To use this VST Sound Instrument Set, your computer must meet the following requirements:

Windows

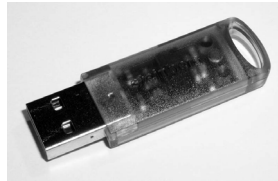
- Windows 7 (32-bit or 64-bit)
- Intel or AMD dual-core processor
- 2GB RAM
- 6.5GB of free hard-disk space
- HALion Sonic 1.5 or HALion Sonic SE must be installed to play back the content of the HALion Symphonic Orchestra VST Sound Instrument Set
- Windows-compatible audio hardware (ASIO-compatible audio hardware recommended for low-latency performance)
- Display resolution of 1280 x 800 pixels recommended
- USB-eLicenser required (not included)
- USB port for USB-eLicenser (license management)
- DVD ROM dual-layer drive required for installation
- Internet connection required for license activation and registration

Mac OS X

- Mac OS X 10.6 (32-bit or 64-bit)
- Intel dual-core processor
- 2 GB RAM
- 6.5GB of free hard-disk space
- HALion Sonic 1.5 or HALion Sonic SE must be installed to play back the content of the HALion Symphonic Orchestra VST Sound Instrument Set
- CoreAudio compatible audio hardware
- Display resolution of 1280 x 800 pixels recommended
- USB-eLicenser required (not included)
- USB port for USB-eLicenser (license management)
- DVD ROM dual-layer drive required for installation
- Internet connection required for license activation and registration

The USB-eLicenser

Many Steinberg products use the USB-eLicenser, a hardware copy protection device. The HALion Symphonic Orchestra VST Sound Instrument Set will not run without an eLicenser containing an activated license.



The USB-eLicenser

The USB-eLicenser is a USB device on which your Steinberg software licenses are stored. All hardware-protected Steinberg products use the same type of device, and you can store more than one license on one device. Also, licenses can (within certain limits) be transferred between USB-eLicensers – which is helpful, for example, if you want to sell a piece of software.

The product package of Cubase 6 contains a trial activation code for the HALion Symphonic Orchestra VST Sound Instrument Set, which is found on the Essential Product License Information card within the product package. With this activation code, you can download a trial license that allows you to use the HALion Symphonic Orchestra VST Sound Instrument Set for 60 days.

To make unlimited use of your version of the HALion Symphonic Orchestra VST Sound Instrument Set, you must purchase a permanent license in the Steinberg online shop. You will receive an activation code that you can use to manually download the license to a USB-eLicenser connected to your computer.

The eLicenser Control Center (which can be found on the Start menu on Windows systems or in the Applications folder on a Mac) is the place where you can check the licenses installed on your USB-eLicenser and activate new licenses.

- To download a license using an activation code, click the “Enter Activation Code” button in the eLicenser Control Center and follow the instructions.

⇒ If you are using other copy-protected Steinberg products, you may want to transfer all licenses for your applications to one USB-eLicensor, thus using up only one USB port of your computer. Please refer to the eLicensor Control Center Help for information on how to transfer licenses between USB-eLicensors.

Installing the VST Sound Instrument Set

The HALion Symphonic Orchestra VST Sound Instrument Set provides a large amount of content contained on a double-layer DVD.

⚠ The installer of the HALion Symphonic Orchestra VST Sound Instrument Set allows you to save the content files and the program files to different hard drives.

Proceed as follows:

1. Insert the DVD into your DVD drive.

An interactive Start Center appears. If it is not opened automatically or if you have a Macintosh computer, you can manually open it by double-clicking the file "Start_Center.exe" under Windows or "Start Center.app" on a Macintosh computer.

2. Follow the instructions on screen to start the installation of the HALion Symphonic Orchestra VST Sound Instrument Set and browse through the additional options and information presented.

If you do not want to install the HALion Symphonic Orchestra VST Sound Instrument Set via the interactive Start Center, follow the instructions below:

Windows

1. Double-click the file called "Setup.exe".
2. Follow the instructions on screen.

Macintosh

1. Double-click the file called "HALion Symphonic Orchestra.mpkg".
2. Follow the instructions on screen.

Window overview



The HALion Symphonic Orchestra VST Sound Instrument Set is a virtual instrument sound set that can be used by several plug-ins based on the HALion engine. As of this writing, these are HALion Sonic 1.5 and HALion Sonic SE. More plug-ins able to use this sound set will be released in the near future.

Loading programs

To load a program from the HALion Symphonic Orchestra VST Sound Instrument Set into HALion Sonic or HALion Sonic SE, use one of the methods provided by the respective plug-in (Load page, Load Programs dialog, or Cubase MediaBay).

⇒ When loading a program by double-clicking it in the Cubase MediaBay, Cubase creates an instrument track associated with HALion Sonic SE. If you want to use a program within HALion Sonic, create an instrument track first and then load the program.

Opening the manual

Click the "?" button to the right of the Main and Options page buttons to open the HALion Symphonic Orchestra VST Sound Instrument Set manual PDF (this file).

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Editing

Introduction

All programs of the HALion Symphonic Orchestra VST Sound Instrument Set come with their own dedicated Edit page. This page gives you access to all available parameters. The most important ones can be set directly from the Main page. Some additional settings can be found on the Options page.

The Main page

For easy editing, the layers of the HALion Symphonic Orchestra VST Sound Instrument Set have a special set of controls. In the list at the top left, you will see the available expressions of the layer. Typically, an expression is a certain playing style of the instrument. In the lower window section, you will find the Voice & Pitch and the Amplifier settings.



The Expressions section

The Expressions list has four columns: On, Expression, Sw, and Mute.

- To load an expression, click the On button. Note that you can use this option to reduce the amount of used RAM by turning off individual expressions. You cannot switch to an expression that has not been loaded before.
- The Expression column displays the name of the expression.

- The Sw (Key Switch) column provides you with different controls depending on the selected key switch mode (see below). By default, you see the internal key switch that is assigned to the expression.
- If you click the button in the Mute column, the expression will not play back. Click the button again to make the expression audible again.

Key switch modes

The expression key switches of the HALion Symphonic Orchestra VST Sound Instrument Set are set to rather low keys to maximize the playable range. They cannot be changed internally.

However, in some cases you need to shift the key switches into another keyboard range to get access to them. You may also want to select the expression using a MIDI controller. You can do this by switching to one of the alternative key switch modes "Remapped" or "Controller".

⇒ The internal key switch assignments are unaffected by the selected key switch mode and will therefore always work. The last key switch that is received always has priority.

To define which key switch mode you want to use, proceed as follows:

1. Open the Options pop-up menu by clicking the triangle at the top right of the Expression section, above the scrollbar.
2. Select the desired mode.

The following modes are available:

Key Switch

The Key Switch mode uses the internal key switch assignments. The key switches are displayed in the list.

Remapped

The Remapped mode allows you to transpose the fixed, internal key switch assignments into the playable range of your MIDI keyboard. Each expression displays the MIDI note of the internal key switch and a MIDI note for re-assigning the key switch next to its name. The MIDI note of the internal key switch is for indication only and cannot be edited.

To transpose the internal key switches, proceed as follows:

1. Set the mode to Remapped.
 2. Enter the MIDI note you want the expression to be re-assigned to.
- ⇒ The MIDI notes you use for key switches cannot be used to trigger samples anymore.

Controller

The Controller mode allows you to define a MIDI controller that remotely controls the internal key switches. The defined MIDI controller switches only between the active expressions.

To assign a MIDI controller, proceed as follows:

1. Set the mode to Controller.
2. Open the Options pop-up menu again and select “Learn CC”.
3. Use the desired hardware controller.

In addition to the key switch modes, the Options menu contains the following options:

Temporary KS Mode

When you activate this option, other expressions than the default expression only become active for the time the corresponding key switch is held. This allows you to “throw in” notes with other expressions by pressing a key switch and return automatically to the default expression when releasing this key switch.

Default Expression

This submenu allows you to set the default expression for the Temporary KS Mode and the expression that will be active after loading the program or layer.

The Voice & Pitch section

This section gives you access to the tuning of the expression. With these parameters, you can adjust the tuning in steps of octaves, semitones, and cents.

The following parameters are available:

- Octave (-4 to +4 octaves)
- Coarse (-12 to +12 semitones)
- Fine (-100 to + 100 cents)

The Expression Mode and Expression Controller options

The layers of the HALion Symphonic Orchestra VST Sound Instrument Set consist of several velocity sublayers to capture the full dynamic range of the instruments. These sublayers can be accessed by sending different velocity values or a specific MIDI controller.

The expression mode allows you to specify whether the sublayers are switched (abrupt change between sublayers) or crossfaded (blending between sublayers).

The Expression Mode and Expression Controller settings can be combined as follows:

Mode	Description
Switch + Velocity	In this mode, only velocity controls expression. Technically the velocity value selects the corresponding layer, i.e. high velocities play fortissimo layers. While this is not the way instruments are used normally, keyboard players who have been using orchestra sounds from samplers or other keyboards are used to this way of playing orchestra sounds. Note that in this mode there is no way of continuous expression control.
Fade + Velocity	In this mode, only velocity controls expression. However, there are velocity regions where two layers are played and crossfaded to create a smoother transition.
Fade + MIDI Controller	In this mode, you can blend through the different layers (e.g. from pianissimo to fortissimo) using a specific MIDI controller. This gives the most authentic sound and behavior. However, it also puts the highest load on CPU and hard disk because all layers have to be played at the same time – audible or not. This means that in the violin programs, for example, up to four stereo voices are played for each note.
Switch + MIDI Controller	In this mode, the expression controller switches from layer to layer rather than blending them into each other. Volume, however, is controlled continuously. The disadvantage of audible transitions yields an unbeatable advantage: Only one stereo voice per note is used, so these programs can be used on slower systems.

The Amplifier section

The Amplifier section gives you access to the level and pan settings of the expression. Since all samples have been recorded in stereo, you can also adjust the stereo width before placing it in the stereo panorama. Furthermore you can adjust the attack and release times of the amplifier envelopes individually.

Level

With the Level parameter, you adjust the loudness of the expression. The control range is from $-\infty$ to +12dB.

Pan

With the Pan parameter, you specify the position of the expression in the stereo panorama. The control range is from L100 to R100.

Width

The Width parameter allows you control the width of the stereo image of the samples. The control range is from 0% to +100%.

Attack

Use this parameter to offset the attack time of the amplifier envelope. The control range is from -100% to +100%. Positive values decrease and negative values increase the attack time.

Decay

Use this parameter to offset the decay time of the amplifier envelope. The control range is from -100% to +100%. Positive values decrease and negative values increase the Decay time.

The Options Page

The Options page is shown if you click the Options button at the top right.



The MIDI Controller pop-up menus

On the Options page, you can define globally how to control the two available aspects of a program. These aspects are Expression and Espressivo. You can control them using a MIDI controller, Velocity or a Note Expression controller. These sources can be sent through an individual curve to create the desired behavior.

To assign a controller, proceed as follows:

1. Open the pop-up menu for the Expression or Espressivo aspect.
2. Select a MIDI controller, a Note Expression controller, or Velocity.

⇒ When a program does not use the Espressivo aspect, no controller is assigned. Assigning a controller afterwards will not have any effect.

The curve editor

The curve editor allows you to transform the incoming controller data, for example, from linear to exponential or logarithmic behavior. You can set up individual curves for each controller assignment.

The curve editor displays the settings of the currently selected controller.

- To adjust the settings of a controller, click the Curve button to the right of the aspect you want to edit.

The curve editor offers different curve shapes which you can select by clicking the desired curve button on the right. To set up your own curve, click the custom curve button (the button at the bottom of the left button column).

When the Custom preset is selected, you can edit the curve graphically with the mouse:

- Double-click in the editor to insert a new node.
- Double-click on a node to delete it.
- Drag the nodes to the desired positions to adjust the basic shape of the curve.
- Drag the lines between the nodes up or down to change the curvature.

Managing custom curves

When editing the custom curve, an additional preset management line is available below the curve editor. Here you can load, save, and delete your own custom curves.

- To load a preset, click the preset selector and select the desired preset from the pop-up menu.
- To save your custom curve as a preset, click the disk icon to the right of the preset selector.
- To delete the currently loaded custom curve, click the trash icon.

The Pitch Bend option

The Pitch Bend parameters allow you to define how much the pitchbend wheel on your keyboard can bend the original pitch. You can define the range independently for the Up and Down direction (-48 to + 24 semitones).

The Alternation Enable Key

Many of the programs in the HALion Symphonic Orchestra VST Sound Instrument Set work with alternating layers, for example to realize alternating bow up and bow down directions. This option is by default assigned to a specific key, so that you can easily enable and disable it while playing. This key is shown in red on the keyboard.

- You can modify the key assignment by clicking in the “Enable Alternation Key” value field and then playing the note. Alternatively, you can type in the desired note number or name.

⇒ For programs that do not contain alternating layers, the “Enable Alternation Key” parameter is not available.

Key switch assignments

All the programs in the HALion Symphonic Orchestra VST Sound Instrument Set are set up to share the same key switches for the same type of expression. However, in some cases there are exceptions from that rule. The table shows the key switch assignment for the different instrument groups.

Key	Strings tutti	Strings solo	Woodwind	Brass	Perc
A-1	trill whole note	trill whole note	trill whole note	legato (Default)	
A#-1	spicc/stacc	spicc/stacc	stacc	stacc	
B-1	trill half note	trill half note	trill half note		
C0	tremolo/trem accent	tremolo/trem accent	Cresc-decres	Cresc-decres	rolls
C#0	pizz tight	pizzicato	accent	accent	
D0		ornament HT	ornament HT		
D#0	pizz loose	Cresc-decres		diminuendo	
E0		ornament WT	ornament WT		
F0	esspressivo	long (not fast)			
F#0	legato (Default)	long fast (Default)	legato (Default)		Default
G0		short down			
G#0		short alt on/off			
A0	portamento dn	short up			
A#0	portamento oct				
B0	portamento up				